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Serial No.: 10/036,107

CLAIMS

1.-39. (Cancelled).

40. (Currently amended) A method of training comprising the steps of:

providing ~~simulation content, wherein providing simulation content~~
~~comprises providing~~ dramatic character driven story based simulation content;

generating a representation of expected responses to the simulation
content;

delivering the simulation content to one or more participants via a
computer network;

monitoring the one or more participants' responses to the simulation
content; and

providing feedback to the one or more participants based upon
dramatic goals of the simulation, wherein the dramatic goals are based on dramatic
story telling.

41. (Cancelled).

42. (Cancelled).

43. (Previously presented) The method of claim 40 wherein the step of
delivering the simulation content comprises using multimedia technology for
creating a realistic environment.

44. (Previously presented) The method of claim 43, further comprising the
step of generating one or more synthetic characters.

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45. (Previously presented) The method of claim 44, wherein the feedback is provided by the one or more synthetic characters.

46. (Previously presented) The method of claim 45, wherein the one or more synthetic characters are used to alter the simulation content.

47. (Previously presented) The method of claim 43, wherein the feedback is provided by an instructor.

48. (Previously presented) The method of claim 43, further comprising the steps of alerting an instructor of the one or more participants' responses when the one or more participants' responses deviate from the representation of expected responses to the simulation content.

49. (Previously presented) The method of claim 43, further comprising the step of altering the simulation content in response to the one or more participants' responses.

50. (Previously presented) The method of claim 43, wherein the simulation content depicts military scenarios.

51. (Previously presented) The method of claim 43, further comprising the step of delivering immersive audio to the one or more participants.

52. (Previously presented) The method of claim 43, wherein the computer network comprises the Internet.

53. (Currently amended) A training apparatus comprising:

means for providing ~~simulation content, wherein said means for providing simulation content comprises means for providing~~ dramatic character driven story based simulation content;

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means for generating a representation of expected responses to the simulation content;

means for delivering the simulation content to one or more participants via a computer network;

means for monitoring the one or more participants' responses to the simulation content; and

means for providing feedback to the one or more participants based upon dramatic goals of the simulation, wherein said means for providing feedback comprises a means for providing feedback based on dramatic storytelling.

54. (Cancelled).

55. (Cancelled).

56. (Previously presented) The apparatus of claim 53 wherein said means for delivering comprises multimedia technology for creating a realistic environment.

57. (Previously presented) The apparatus of claim 56 further comprising means for generating one or more synthetic characters.

58. (Previously presented) The apparatus of claim 57, wherein the feedback is provided by the one or more synthetic characters.

59. (Previously presented) The apparatus of claim 57, wherein the one or more synthetic characters are used to alter the simulation content.

60. (Previously presented) The apparatus of claim 57, wherein the feedback is provided by an instructor.

61. (Previously presented) The apparatus of claim 57, further comprising:

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means for alerting an instructor of the one or more participants' responses when the one or more participants' responses deviate from the representation of expected responses to the simulation content.

62. (Previously presented) The apparatus of claim 57, further comprising means for altering the simulation content in response to the one or more participants' responses.

63. (Previously presented) The apparatus of claim 57, wherein the simulation content depicts military scenarios.

64. (Previously presented) The apparatus of claim 57, further comprising means for delivering immersive audio to the one or more participants.

65. (Previously presented) The apparatus of claim 57, wherein the computer network comprises the Internet.

66. (Currently amended) A simulation method comprising the steps of:

~~providing simulation content, wherein the step of providing simulation content comprises providing~~ dramatic character driven story based simulation content using multimedia technology for creating a realistic environment, wherein said simulation content depicts military scenarios;

delivering immersive audio to the one or more participants;

generating a representation of expected responses to the simulation content;

delivering the simulation content to one or more participants via a ~~computer network~~ the Internet;

monitoring the one or more participants' responses to the simulation content;

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comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

generating one or more synthetic characters;

altering the simulation content in response to the one or more participants' responses based upon dramatic goals of the simulation, wherein the dramatic goals are based on dramatic story telling.

67.-73. (Cancelled)

74. (Currently amended) A simulation apparatus comprising:

means for providing ~~simulation content, wherein said means for providing simulation content comprises means for providing~~ dramatic character driven story based gaming simulation content comprising multimedia technology for creating a realistic environment, wherein said simulation content depicts military scenarios;

means for delivering immersive audio to the one or more participants;

means for generating a representation of expected responses to the simulation content;

means for delivering the simulation content to one or more participants via ~~a computer network~~ the Internet;

means for monitoring the one or more participants' responses to the simulation content;

means for comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

means for altering the simulation content in response to the one or more participants' responses based upon dramatic goals of the simulation, wherein

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said means for altering the simulation content comprises means for altering the simulation content based on dramatic story telling; and

means for generating one or more synthetic characters.

75. – 82. (Cancelled)

83. (Currently amended) A simulation apparatus comprising:

a database containing ~~simulation content, wherein the simulation content comprises~~ dramatic character driven story based gaming simulation content;

one or more participant workstations;

a multimedia technology web server for delivering the simulation content to the one or more participant workstations and for creating a realistic environment;

an instructor interface for displaying information to an instructor and receiving input from the instructor;

means for generating one or more synthetic characters, wherein the one or more synthetic characters are represented by digital video;

one or more authoring tools for generating additional simulation content;

means for delivering immersive audio to the one or more participant workstations;

a system activity database for logging information generated in response to the simulation content;

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one or more participant interfaces connecting the web server to the respective one or more participant workstations; and

an artificial intelligence engine for analyzing input into the one or more participant workstations and altering the simulation content in response to the input based upon dramatic goals of the simulation, wherein said artificial intelligence engine comprises an engine for altering the simulation content based upon dramatic story telling.

84. – 94. (Cancelled).

95. (Currently amended) A simulation method comprising the steps of:

~~providing simulation content, wherein said simulation content~~
comprises dramatic character driven story based simulation content;

generating a representation of one or more participants' expected responses to the simulation content;

delivering the simulation content to the one or more participants;

monitoring the one or more participants' responses to the simulation content;

comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

presenting the simulation content in response to the one or more participants' responses to achieve dramatic goals of the simulation, wherein the dramatic goals are based on dramatic storytelling.

96. (Cancelled.)

97. (Cancelled).

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98. (Currently amended) ~~The method of claim 96,~~ A simulation method comprising the steps of:

providing dramatic character driven story based simulation content,
wherein the simulation content depicts military scenarios;

generating a representation of one or more participants' expected responses to the simulation content;

delivering the simulation content to the one or more participants;

monitoring the one or more participants' responses to the simulation content;

delivering immersive audio to the one or more participants;

comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

presenting the simulation content in response to the one or more participants' responses to achieve dramatic goals of the simulation, wherein the dramatic goals are based on dramatic story telling.

99. (Cancelled.)

100. (Currently amended) ~~The method of claim 95,~~ A simulation method comprising the steps of:

providing dramatic character driven story based simulation content;

generating a representation of one or more participants' expected responses to the simulation content;

generating one or more synthetic characters, wherein the one or more synthetic characters are used to present the simulation content;

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delivering the simulation content to the one or more participants using multimedia technology for creating a realistic environment;

monitoring the one or more participants' responses to the simulation content;

comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

presenting the simulation content in response to the one or more participants' responses to achieve dramatic goals of the simulation, wherein the dramatic goals are based on dramatic story telling, wherein said simulation is a training exercise or a gaming exercise.

101. – 106. (Cancelled.)

107. (Currently amended) A simulation apparatus comprising:

means for providing ~~simulation content, wherein said simulation content comprises~~ dramatic character driven story based simulation content;

means for generating a representation of one or more participants' expected responses to the simulation content;

means for delivering the simulation content to the one or more participants;

means for monitoring the one or more participants' responses to the simulation content;

means for comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

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means for presenting the simulation content in response to the one or more participants' responses to achieve dramatic goals of the simulation, wherein the dramatic goals are based on dramatic story telling.

108. (Cancelled.)

109. (Cancelled.)

110. (Currently amended) ~~The apparatus of claim 107,~~ A simulation apparatus comprising:

means for providing dramatic character driven story based simulation content, wherein the simulation content depicts military scenarios;

means for generating a representation of one or more participants' expected responses to the simulation content;

means for delivering the simulation content to the one or more participants;

means for monitoring the one or more participants' responses to the simulation content;

means for delivering immersive audio to the one or more participants;

means for comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

means for presenting the simulation content in response to the one or more participants' responses to achieve dramatic goals of the simulation, wherein the dramatic goals are based on dramatic story telling.

111. (Cancelled.)

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112. (Currently amended) ~~The apparatus of Claim 107,~~ A simulation apparatus comprising:

means for providing dramatic character driven story based simulation content;

means for generating a representation of one or more participants' expected responses to the simulation content;

means for generating one or more synthetic characters, wherein the one or more synthetic characters are used to present the simulation content;

means for delivering the simulation content to the one or more participants using multimedia technology for creating a realistic environment;

means for monitoring the one or more participants' responses to the simulation content;

means for comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

means for presenting the simulation content in response to the one or more participants' responses to achieve dramatic goals of the simulation, wherein the dramatic goals are based on dramatic story telling, wherein said simulation is a training exercise or a gaming exercise.

113. – 118. (Cancelled.)